

Abolish

{1}{W}{W}

Instant

You may discard a plains card from your hand rather than pay Abolish's mana cost.

Destroy target artifact or enchantment.

Agent of Shauku

{1}{B}

Creature -- Mercenary

1/1

{1}{B}, Sacrifice a land: Target creature gets +2/+0 until end of turn.

Alexi, Zephyr Mage

{3}{U}{U}

Creature -- Spellshaper Legend

3/3

{X}{U}, {T}, Discard two cards from your hand: Return X target creatures to their owners' hands.

Alexi's Cloak

{1}{U}

Enchant Creature

You may play Alexi's Cloak any time you could play an instant.

Enchanted creature can't be the target of spells or abilities.

Aura Fracture

{2}{W}

Enchantment

Sacrifice a land: Destroy target enchantment.

Avatar of Fury

{6}{R}{R}

Creature -- Avatar

6/6

If an opponent controls seven or more lands, Avatar of Fury costs {6} less to play.

Flying

{R}: Avatar of Fury gets +1/+0 until end of turn.

Avatar of Hope

{6}{W}{W}

Creature -- Avatar

4/9

If you have 3 life or less, Avatar of Hope costs {6} less to play.

Flying

Avatar of Hope may block any number of creatures.

Avatar of Might

{6}{G}{G}

Creature -- Avatar

8/8

If an opponent controls at least four more creatures than you,

Avatar of Might costs {6} less to play.  
Trample

Avatar of Will  
{6}{U}{U}  
Creature -- Avatar  
5/6  
If an opponent has no cards in hand, Avatar of Will costs {6} less to play.  
Flying

Avatar of Woe  
{6}{B}{B}  
Creature -- Avatar  
6/5  
If there are ten or more creature cards total in all graveyards, Avatar of Woe costs {6} less to play.  
Fear # (This creature can't be blocked except by artifact creatures and/or black creatures.)#  
{T}: Destroy target creature. It can't be regenerated.

Barbed Field  
{2}{R}{R}  
Enchant Land  
Enchanted land has "{T}: This land deals 1 damage to target creature or player."

Blessed Wind  
{7}{W}{W}  
Sorcery  
Target player's life total becomes 20.

Bog Elemental  
{3}{B}{B}  
Creature -- Elemental  
5/4  
Protection from white  
At the beginning of your upkeep, sacrifice Bog Elemental unless you sacrifice a land.

Bog Glider  
{2}{B}  
Creature -- Mercenary  
1/1  
Flying  
{T}, Sacrifice a land: Search your library for a Mercenary card with converted mana cost 2 or less and put that card into play. Then shuffle your library.

Branded Brawlers  
{R}  
Creature -- Soldier  
2/2  
Branded Brawlers can't attack if defending player controls an

untapped land.

Branded Brawlers can't block if you control an untapped land.

Brutal Suppression

{R}

Enchantment

Rebels' activated abilities cost an additional "Sacrifice a land" to play.

Calming Verse

{3}{G}

Sorcery

Destroy all enchantments you don't control. Then, if you control an untapped land, destroy all enchantments you control.

Celestial Convergence

{2}{W}{W}

Enchantment

Celestial Convergence comes into play with seven omen counters on it.

At the beginning of your upkeep, remove an omen counter from Celestial Convergence. If there are no omen counters on Celestial Convergence, the player with the highest life total wins the game. If two or more players are tied for highest life total, the game is a draw.

Chilling Apparition

{2}{B}

Creature -- Ghost

1/1

{B}: Regenerate Chilling Apparition.

Whenever Chilling Apparition deals combat damage to a player, that player discards a card from his or her hand.

Chimeric Idol

{3}

Artifact

{0}: Tap all lands you control. Chimeric Idol becomes a 3/3 artifact creature until end of turn.

Citadel of Pain

{2}{R}

Enchantment

At the end of each player's turn, Citadel of Pain deals X damage to that player, where X is the number of untapped lands he or she controls.

Coastal Hornclaw

{4}{U}

Creature -- Bird

3/3

Sacrifice a land: Coastal Hornclaw gains flying until end of turn.

Coffin Puppets

{3}{B}{B}

Creature -- Zombie

3/3

Sacrifice two lands: Return Coffin Puppets from your graveyard to play. Play this ability only during your upkeep and only if you control a swamp.

Copper-Leaf Angel

{5}

Artifact Creature -- Angel

2/2

Flying

{T}, Sacrifice X lands: Put X +1/+1 counters on Copper-Leaf Angel.

Darba

{3}{G}

Creature -- Beast

5/4

At the beginning of your upkeep, sacrifice Darba unless you pay {G}{G}.

Death Charmer

{2}{B}

Creature -- Mercenary

2/2

Whenever Death Charmer deals combat damage to a creature, that creature's controller loses 2 life unless he or she pays {2}.

Denying Wind

{7}{U}{U}

Sorcery

Search target player's library for up to seven cards and remove them from the game. Then that player shuffles his or her library.

Despoil

{3}{B}

Sorcery

Destroy target land. Its controller loses 2 life.

Devastate

{3}{R}{R}

Sorcery

Destroy target land. Devastate deals 1 damage to each creature and each player.

Diving Griffin

{1}{W}{W}

Creature -- Griffin

2/2

Flying

Attacking doesn't cause Diving Griffin to tap.

Dual Nature

{4}{G}{G}

### Enchantment

Whenever a creature card comes into play, its controller puts a token into play as a copy of that creature.

Whenever a creature card leaves play, remove all tokens with the same name as that creature from the game.

When Dual Nature leaves play, remove all tokens created with it from the game.

### Elephant Resurgence

{1}{G}

#### Sorcery

Each player puts a green Elephant creature token into play. Those creatures have "This creature's power and toughness are each equal to the number of creature cards in its controller's graveyard."

### Endbringer's Revel

{2}{B}

#### Enchantment

{4}: Return target creature card from a graveyard to its owner's hand. Any player may play this ability but only any time he or she could play a sorcery.

### Entangler

{2}{W}{W}

#### Enchant Creature

Enchanted creature may block any number of creatures.

### Excavation

{1}{U}

#### Enchantment

{1}, Sacrifice a land: Draw a card. Any player may play this ability.

### Excise

{X}{W}

#### Instant

Remove target attacking creature from the game unless its controller pays {X}.

### Fault Riders

{2}{R}

#### Creature -- Soldier

2/2

Sacrifice a land: Fault Riders gets +2/+0 and gains first strike until end of turn. Play this ability only once each turn.

### Fen Stalker

{3}{B}

#### Creature -- Nightstalker

3/2

Fen Stalker has fear as long as you control no untapped lands. #(It can't be blocked except by artifact creatures and/or black creatures.)#

Fickle Efreet

{3}{R}

Creature -- Efreet

5/2

Whenever Fickle Efreet attacks or blocks, flip a coin at end of combat. If you lose the flip, an opponent gains control of Fickle Efreet.

Flameshot

{3}{R}

Sorcery

You may discard a mountain card from your hand rather than pay Flameshot's mana cost.

Flameshot deals 3 damage divided as you choose among any number of target creatures.

Flay

{3}{B}

Sorcery

Target player discards a card at random from his or her hand. Then that player discards another card at random from his or her hand unless he or she pays {1}.

Flowering Field

{1}{W}

Enchant Land

Enchanted land has "{T}: Prevent the next 1 damage that would be dealt to target creature or player this turn."

Foil

{2}{U}{U}

Instant

You may discard an island card and another card from your hand rather than pay Foil's mana cost.

Counter target spell.

Forgotten Harvest

{1}{G}

Enchantment

At the beginning of your upkeep, you may remove a land card in your graveyard from the game. If you do, put a +1/+1 counter on target creature.

Glittering Lion

{2}{W}

Creature -- Cat

2/2

Prevent all damage that would be dealt to Glittering Lion.

{3}: Until end of turn, Glittering Lion loses "Prevent all damage that would be dealt to Glittering Lion." Any player may play this ability.

Glittering Lynx

{W}

Creature -- Cat

1/1

Prevent all damage that would be dealt to Glittering Lynx.

{2}: Until end of turn, Glittering Lynx loses "Prevent all damage that would be dealt to Glittering Lynx." Any player may play this ability.

Greel, Mind Raker

{3}{B}{B}

Creature -- Spellshaper Legend

3/3

{X}{B}, {T}, Discard two cards from your hand: Target player discards X cards at random from his or her hand.

Greel's Caress

{1}{B}

Enchant Creature

You may play Greel's Caress any time you could play an instant.

Enchanted creature gets -3/-0.

Gulf Squid

{3}{U}

Creature -- Beast

2/2

When Gulf Squid comes into play, tap all lands target player controls.

Hazy Homunculus

{1}{U}

Creature -- Illusion

1/1

Hazy Homunculus is unblockable as long as defending player controls an untapped land.

Heightened Awareness

{3}{U}{U}

Enchantment

As Heightened Awareness comes into play, discard your hand.

At the beginning of your draw step, draw a card.

Hollow Warrior

{4}

Artifact Creature -- Golem

4/4

Hollow Warrior can't attack or block unless you tap an untapped creature you control not declared as an attacking or blocking creature this turn. #(This cost is paid as attackers or blockers are declared.)#

Infernal Genesis

{4}{B}{B}

Enchantment

At the beginning of each player's upkeep, that player puts the top

card from his or her library into his or her graveyard. He or she then puts X 1/1 black Minion creature tokens into play, where X is that card's converted mana cost.

Inflame  
{R}

Instant

Inflame deals 2 damage to each creature dealt damage this turn.

Jeweled Spirit

{3}{W}{W}

Creature -- Spirit

3/3

Flying

Sacrifice two lands: Jeweled Spirit gains protection from artifacts or from the color of your choice until end of turn.

Jolrael, Empress of Beasts

{3}{G}{G}

Creature -- Spellshaper Legend

3/3

{2}{G}, {T}, Discard two cards from your hand: Until end of turn, all lands target player controls are 3/3 creatures that are still lands.

Jolrael's Favor

{1}{G}

Enchant Creature

You may play Jolrael's Favor any time you could play an instant.

{1}{G}: Regenerate enchanted creature.

Keldon Arsonist

{2}{R}

Creature -- Soldier

1/1

{1}, Sacrifice two lands: Destroy target land.

Keldon Battlewagon

{5}

Artifact Creature

0/3

Trample

Keldon Battlewagon can't block.

When Keldon Battlewagon attacks, sacrifice it at end of combat.

Tap an untapped creature you control: Keldon Battlewagon gets +X/+0 until end of turn, where X is the tapped creature's power.

Keldon Berserker

{3}{R}

Creature -- Soldier

2/3

Whenever Keldon Berserker attacks, if you control no untapped lands, it gets +3/+0 until end of turn.



Keldon Firebombers

{3}{R}{R}

Creature -- Soldier

3/3

When Keldon Firebombers comes into play, each player sacrifices all lands he or she controls except for three.

Latulla, Keldon Overseer

{3}{R}{R}

Creature -- Spellshaper Legend

3/3

{X}{R}, {T}, Discard two cards from your hand: Latulla, Keldon Overseer deals X damage to target creature or player.

Latulla's Orders

{1}{R}

Enchant Creature

You may play Latulla's Orders any time you could play an instant. Whenever enchanted creature deals combat damage to defending player, you may destroy target artifact that player controls.

Lesser Gargadon

{2}{R}{R}

Creature -- Beast

6/4

Whenever Lesser Gargadon attacks or blocks, sacrifice a land.

Living Terrain

{2}{G}{G}

Enchant Land

Enchanted land is a 5/6 green Treefolk creature that's still a land.

Mageta the Lion

{3}{W}{W}

Creature -- Spellshaper Legend

3/3

{2}{W}{W}, {T}, Discard two cards from your hand: Destroy all creatures except for Mageta the Lion. Those creatures can't be regenerated.

Mageta's Boon

{1}{W}

Enchant Creature

You may play Mageta's Boon any time you could play an instant. Enchanted creature gets +1/+2.

Mana Vapors

{1}{U}

Sorcery

Lands target player controls don't untap during his or her next untap step.

Marsh Boa

{G}

Creature -- Snake

1/1

Swampwalk # (This creature is unblockable as long as defending player controls a swamp.) #

Mercenary Informer

{2}{W}

Creature -- Rebel Mercenary

2/1

Mercenary Informer can't be the target of black spells or abilities from black sources.

{2}{W}: Put target Mercenary on the bottom of its owner's library.

Mine Bearer

{2}{W}

Creature -- Soldier

1/1

{T}, Sacrifice Mine Bearer: Destroy target attacking creature.

Mirror Strike

{3}{W}

Instant

Target unblocked creature deals combat damage to its controller instead of to you this turn.

Mungha Wurm

{2}{G}{G}

Creature -- Wurm

6/5

You can't untap more than one land during your untap step.

Nakaya Shade

{1}{B}

Creature -- Shade

1/1

{B}: Nakaya Shade gets +1/+1 until end of turn unless any player pays {2}.

Noxious Field

{1}{B}{B}

Enchant Land

Enchanted land has "{T}: This land deals 1 damage to each creature and each player."

Outbreak

{3}{B}

Sorcery

You may discard a swamp card from your hand rather than pay Outbreak's mana cost.

Choose a creature type. All creatures of that type get -1/-1 until end of turn.

Overburden

{1}{U}

### Enchantment

Whenever a player puts a creature card into play, that player returns a land he or she controls to its owner's hand.

### Panic Attack

{2}{R}

Sorcery

Up to three target creatures can't block this turn.

### Pit Raptor

{2}{B}{B}

Creature -- Mercenary

4/3

Flying, first strike

At the beginning of your upkeep, sacrifice Pit Raptor unless you pay {2}{B}{B}.

### Plague Fiend

{1}{B}

Creature -- Insect

1/1

Whenever Plague Fiend deals combat damage to a creature, destroy that creature unless its controller pays {2}.

### Plague Wind

{7}{B}{B}

Sorcery

Destroy all creatures you don't control. They can't be regenerated.

### Psychic Theft

{1}{U}

Sorcery

Target player reveals his or her hand. Choose an instant or sorcery card from it, and remove that card from the game. As long as the card remains removed from the game, you may play it as though it were in your hand. At end of turn, if you haven't played the card, return it to its owner's hand.

### Pygmy Razorback

{1}{G}

Creature -- Boar

2/1

Trample

### Quicksilver Wall

{2}{U}

Creature -- Wall

1/6

#{Walls can't attack.}#

{4}: Return Quicksilver Wall to its owner's hand. Any player may play this ability.

### Rebel Informer

{2}{B}

Creature -- Mercenary Rebel

1/2

Rebel Informer can't be the target of white spells or abilities from white sources.

{3}: Put target Rebel on the bottom of its owner's library.

Rethink

{2}{U}

Instant

Counter target spell unless its controller pays {X}, where X is its converted mana cost.

Reveille Squad

{2}{W}{W}

Creature -- Rebel

3/3

Whenever one or more creatures attack you, if Reveille Squad is untapped, you may untap all creatures you control.

Rhystic Cave

Land

{T}: Choose a color. Add one mana of that color to your mana pool unless any player pays {1}. You can't play this ability as another spell or ability is being played.

Rhystic Circle

{2}{W}{W}

Enchantment

{1}: Any player may pay {1}. If no one does, the next time a source of your choice would deal damage to you this turn, prevent that damage.

Rhystic Deluge

{2}{U}

Enchantment

{U}: Tap target creature unless its controller pays {1}.

Rhystic Lightning

{2}{R}

Instant

Rhystic Lightning deals 4 damage to target creature or player unless that creature's controller or that player pays {2}. If he or she does, Rhystic Lightning deals 2 damage to the creature or player.

Rhystic Scrying

{2}{U}{U}

Sorcery

Draw three cards. Then, if any player pays {2}, discard three cards from your hand.

Rhystic Shield

{1}{W}

Instant

Creatures you control get +0/+1 until end of turn. They get an

additional +0/+2 until end of turn unless any player pays {2}.

Rhystic Study

{2}{U}

Enchantment

Whenever an opponent plays a spell, you may draw a card unless that player pays {1}.

Rhystic Syphon

{3}{B}{B}

Sorcery

Unless target player pays {3}, he or she loses 5 life and you gain 5 life.

Rhystic Tutor

{2}{B}

Sorcery

Unless any player pays {2}, search your library for a card, put that card into your hand, then shuffle your library.

Rib Cage Spider

{2}{G}

Creature -- Spider

1/4

Rib Cage Spider may block as though it had flying.

Ribbon Snake

{1}{U}{U}

Creature -- Snake

2/3

Flying

{2}: Ribbon Snake loses flying until end of turn. Any player may play this ability.

Ridgeline Rager

{2}{R}

Creature -- Beast

1/2

{R}: Ridgeline Rager gets +1/+0 until end of turn.

Root Cage

{1}{G}

Enchantment

Mercenaries don't untap during their controllers' untap steps.

Samite Sanctuary

{2}{W}

Enchantment

{2}: Prevent the next 1 damage that would be dealt to target creature this turn. Any player may play this ability.

Scoria Cat

{3}{R}{R}

Creature -- Cat

3/3

Scoria Cat gets +3/+3 as long as you control no untapped lands.

Search for Survivors

{2}{R}

Sorcery

Remove your graveyard from the game. An opponent chooses a card at random from among those cards. If it's a creature card, put it into play. Otherwise, it remains removed from the game. Then return the rest of those cards to your graveyard and shuffle them.

Searing Wind

{8}{R}

Instant

Searing Wind deals 10 damage to target creature or player.

Sheltering Prayers

{W}

Enchantment

Basic lands each player controls can't be the targets of spells or abilities as long as that player controls three or fewer lands.

Shield Dancer

{2}{W}

Creature -- Rebel

1/3

{2}{W}: The next time target attacking creature would deal combat damage to Shield Dancer this turn, that creature deals that damage to itself instead.

Shrouded Serpent

{4}{U}{U}{U}

Creature -- Serpent

4/4

Whenever Shrouded Serpent attacks, defending player may pay {4}. If he or she doesn't, Shrouded Serpent is unblockable this turn.

Silt Crawler

{2}{G}

Creature -- Beast

3/3

When Silt Crawler comes into play, tap all lands you control.

Snag

{3}{G}

Instant

You may discard a forest card from your hand rather than pay Snag's mana cost.

Prevent all combat damage that would be dealt by unblocked creatures this turn.

Soul Charmer

{2}{W}

Creature -- Rebel

2/2

Whenever Soul Charmer deals combat damage to a creature, you gain 2 life unless that creature's controller pays {2}.

Soul Strings

{X}{B}

Sorcery

Return two target creature cards from your graveyard to your hand unless any player pays {X}.

Spiketail Drake

{3}{U}{U}

Creature -- Drake

3/3

Flying

Sacrifice Spiketail Drake: Counter target spell unless its controller pays {3}.

Spiketail Hatchling

{1}{U}

Creature -- Drake

1/1

Flying

Sacrifice Spiketail Hatchling: Counter target spell unless its controller pays {1}.

Spitting Spider

{3}{G}{G}

Creature -- Spider

3/5

Spitting Spider may block as though it had flying.

Sacrifice a land: Spitting Spider deals 1 damage to each creature with flying.

Spore Frog

{G}

Creature -- Frog

1/1

Sacrifice Spore Frog: Prevent all combat damage that would be dealt this turn.

Spur Grappler

{2}{R}

Creature -- Beast

2/1

Spur Grappler gets +2/+1 as long as you control no untapped lands.

Squirrel Wrangler

{2}{G}{G}

Creature -- Druid

2/2

{1}{G}, Sacrifice a land: Put two 1/1 green Squirrel creature tokens into play.

{1}{G}, Sacrifice a land: All Squirrels get +1/+1 until end of turn.

Steal Strength

{1}{B}

Instant

Target creature gets +1/+1 until end of turn. Another target creature gets -1/-1 until end of turn.

Stormwatch Eagle

{3}{U}

Creature -- Bird

2/1

Flying

Sacrifice a land: Return Stormwatch Eagle to its owner's hand.

Sunken Field

{1}{U}

Enchant Land

Enchanted land has "{T}: Counter target spell unless its controller pays {1}."

Sword Dancer

{1}{W}

Creature -- Rebel

1/2

{W}{W}: Target attacking creature gets -1/-0 until end of turn.

Task Mage Assembly

{2}{R}

Enchantment

When there are no creatures in play, sacrifice Task Mage Assembly.

{2}: Task Mage Assembly deals 1 damage to target creature. Any player may play this ability but only any time he or she could play a sorcery.

Thresher Beast

{3}{G}{G}

Creature -- Beast

4/4

Whenever Thresher Beast becomes blocked, defending player sacrifices a land.

Thrive

{X}{G}

Sorcery

Put a +1/+1 counter on each of X target creatures.

Trenching Steed

{3}{W}

Creature -- Rebel

2/3

Sacrifice a land: Trenching Steed gets +0/+3 until end of turn.

Troubled Healer

{2}{W}



Creature -- Cleric

1/2

Sacrifice a land: Prevent the next 2 damage that would be dealt to target creature or player this turn.

Troublesome Spirit

{2}{U}{U}

Creature -- Spirit

3/4

Flying

At the end of your turn, tap all lands you control.

Verdant Field

{2}{G}

Enchant Land

Enchanted land has "{T}: Target creature gets +1/+1 until end of turn."

Veteran Brawlers

{1}{R}

Creature -- Soldier

4/4

Veteran Brawlers can't attack if defending player controls an untapped land.

Veteran Brawlers can't block if you control an untapped land.

Vintara Elephant

{4}{G}

Creature -- Elephant

4/3

Trample

{3}: Vintara Elephant loses trample until end of turn. Any player may play this ability.

Vintara Snapper

{G}{G}

Creature -- Turtle

2/2

Vintara Snapper can't be the target of spells or abilities as long as you control no untapped lands.

Vitalizing Wind

{8}{G}

Instant

Creatures you control get +7/+7 until end of turn.

Wall of Vipers

{2}{B}

Creature -- Wall

2/4

#{Walls can't attack.)#

{3}: Destroy Wall of Vipers and target creature it's blocking. Any player may play this ability.

Well of Discovery  
{6}

Artifact

At the end of your turn, if you control no untapped lands, draw a card.

Well of Life  
{4}

Artifact

At the end of your turn, if you control no untapped lands, you gain 2 life.

Whip Sergeant  
{2}{R}

Creature -- Soldier

2/1

{R}: Target creature gains haste until end of turn. #(It may attack and #{T}# the turn it comes under your control.)#

Whipstitched Zombie  
{1}{B}

Creature -- Zombie

2/2

At the beginning of your upkeep, sacrifice Whipstitched Zombie unless you pay {B}.

Wild Might  
{1}{G}

Instant

Target creature gets +1/+1 until end of turn. That creature gets an additional +4/+4 until end of turn unless any player pays {2}.

Windscooter  
{3}{U}

Creature -- Ship

3/3

Flying

Whenever Windscooter attacks or blocks, return it to its owner's hand at end of combat.

Wing Storm  
{2}{G}

Sorcery

Wing Storm deals damage to each player equal to twice the number of creatures with flying that player controls.

Wintermoon Mesa  
Land

Wintermoon Mesa comes into play tapped.

{T}: Add one colorless mana to your mana pool.

{2}, {T}, Sacrifice Wintermoon Mesa: Tap two target lands.

Withdraw  
{U}{U}

Instant

Return target creature to its owner's hand. Then return another target creature to its owner's hand unless its controller pays {1}.

Zerapa Minotaur

{2}{R}{R}

Creature -- Minotaur

3/3

First strike

{2}: Zerapa Minotaur loses first strike until end of turn. Any player may play this ability.